

# The Sailor

# Three Hour Tour to The Island of the Lost

is a Clumsy Explorer who Acts an Odd Way

Tier 1		Effort 1		XP	
[ ]		[ ]		[ ]	
12	1	13	0	9	0
Pool	Edge	Pool	Edge	Pool	Edge
<b>Might</b>		<b>Speed</b>		<b>Intellect</b>	

Recovery Rolls	Damage Track
<input type="checkbox"/> 1 Action	<input type="checkbox"/> Impaired
<input type="checkbox"/> 10 Minutes	<input type="checkbox"/> Debilitated
<input type="checkbox"/> 1 Hour	
<input type="checkbox"/> 10 Hours	

## Skills

### Trained

Pleasant Social Interactions

### Specialized

### Inability

## Attacks:

Swiss Army knife (light weapon)

## Equipment:

Swiss army knife

self inflating life preserver



## Special Abilities

### Danger Sense (1 Speed point)

Your initiative task is eased. You pay the cost each time the ability is used. Enabler.

### Dumb Luck

The GM can introduce a GM intrusion on you, based on your clumsiness, without awarding you any XP (as if you had rolled a 1 on a d20 roll). However, if this happens, 50% of the time, your clumsiness works to your advantage. Rather than hurting you (much), it helps you, or it hurts your enemies. You slip, but it's just in time to duck an attack. You fall down, but you trip your enemies as you crash into their legs. You turn around too quickly, but you end up knocking the weapon from your foe's hand. You and the GM should work together to determine the details. If the GM wishes, they can use GM intrusions based on your clumsiness normally (awarding XP).

### Cute in an Odd Way (2 Intellect Points)

When a creature can see and hear you, your goofy charm convinces them to have a favorable opinion about you. Although you don't control their actions they are unlikely to be hostile to you unless you act in a hostile way.

### Fleet of Foot (1+ Speed points):

You can move a short distance as part of another action. You can move a long distance as your entire action for a turn. If you apply a level of Effort to this ability, you can move a long distance and make an attack as your entire action for a turn, but the attack is hindered. Enabler.

### Go Defensive (1 Intellect point):

When you wish, while in combat, you can enter a state of heightened awareness of threat. While in this state, you can't use points from your Intellect Pool, but you gain +1 to your Speed Edge and gain two assets to Speed defense tasks. This effect lasts as long as you wish or until you attack a foe or no combat is taking place within range of your senses. Once the effect of this ability ends, you can't enter it again for one minute. Enabler.

### No Need for Weapons:

When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.